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1 A simple mechanism for capturing and replaying wireless channels

Glenn Judd, Peter Steenkiste

August 2005   **E-WIND '05:** Proceedings of the 2005 ACM SIGCOMM workshop on Experimental approaches to wireless network design and analysis

Publisher: ACM ◆〉 Request Permissions

Full text available: 📄Pdf (6.06 MB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 42, Downloads (12 Months): 387, Downloads (Overall): 2262,   Citation Count: 3

Physical layer wireless network emulation has the potential to be a powerful experimental tool. An important challenge in physical emulation, and traditional simulation, is to accurately model the wireless channel. In this paper we examine the possibility ...

Keywords: channel capture, emulation, wireless

2 Communications of the ACM: Volume 52 Issue 4

April 2009   Communications of the ACM

Publisher: ACM

Full text available: 📄.Digital Edition , 📄Pdf (7.58 MB)   Additional Information: full citation, index terms

Bibliometrics: Downloads (6 Weeks): 369, Downloads (12 Months): 1129, Downloads (Overall): 2101,   Citation Count: 0

3 Workshop report from IEEE VR 2007: future standards for immersive VR

Nicholas F. Polys, Don Brutzman, Anthony Steed, Johannes Behr

December 2008   **SIGGRAPH Asia '08:** SIGGRAPH ASIA 2008 courses

Publisher: ACM ◆〉 Request Permissions

Full text available: 📄Pdf (948.30 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 15, Downloads (12 Months): 95, Downloads (Overall): 139,   Citation Count: 0

The motivation for this workshop was to create shared understanding between the Virtual Reality (VR) and Web3D communities. While the two fields of Web-based 3D graphics and VR 3D graphics have tended to view their technology as different beasts, they ...

Keywords: computer graphics, data storage representations, distributed systems, reusable software

4 Collaborative augmented reality environments: integrating VR, working materials, and distributed work spaces

Monika Büscher, Michael Christensen, Kaj Grønbæk, Peter Krogh, Preben Mogensen, Dan Shapiro, Peter Ørbæk

September 2000   **CVE '00:** Proceedings of the third international conference on Collaborative virtual environments

Publisher: ACM ◆〉 Request Permissions

Full text available: 📄Pdf (1.03 MB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 11, Downloads (12 Months): 50, Downloads (Overall): 724,   Citation Count: 9

In this work, we present a new method for displaying stereo scenes, which speeds up the rendering time of complex geometry. We first discuss a scene splitting strategy, allowing us to partition objects to the distant background or the ...

Keywords: 3D workspace, CSCW, roomware, virtual office/project room, virtual reality, working material

5 Nark: receiver-based multicast non-repudiation and key management

Bob Briscoe, Ian Fairman

November 1999 **EC '99:** Proceedings of the 1st ACM conference on Electronic commerce

Publisher: ACM ◆〉 Request Permissions

Full text available: 🔁Pdf (168.86 KB)   Additional Information: full citation, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 2, Downloads (12 Months): 23, Downloads (Overall): 422, Citation Count: 3

Keywords: Internet, audit trail, key management, multicast, non-repudiation, smartcard, watermark

6 StarBED and SpringOS: large-scale general purpose network testbed and supporting software

Toshiyuki Miyachi, Ken-ichi Chinen, Yoichi Shinoda

October 2006 **valuetools '06:** Proceedings of the 1st international conference on Performance evaluation methodolgies and tools

Publisher: ACM

Full text available: 🔁Pdf (134.60 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 21, Downloads (Overall): 94, Citation Count: 6

New technologies for the Internet should be evaluated on environments dedicated to experiments, in order to avoid influences to critical services on the Internet. Generally software simulation and small testbed using real nodes are used to satisfy these ...

Keywords: network testbed, supporting software for experiments

7 REVENTS: facilitating event-driven distributed HPC applications

Dawid Kurzyniec, Vaidy Sunderam, Magdalena Sławi•ska

September 2007 **PPAM'07:** Proceedings of the 7th international conference on Parallel processing and applied mathematics

Publisher: Springer-Verlag

Full text available: 🔁Pdf (276.05 KB)   Additional Information: full citation, abstract, references

Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 0, Downloads (Overall): 0, Citation Count: 0

Modern scientific applications that need to share geographically scattered resources and dynamically adapt to changes in the environment pose challenges to traditional parallel and distributed programming paradigms. Distributed component frameworks attempt ...

Keywords: distributed event system, loosely coupled system, middleware

8 Communications of the ACM: Volume 53 Issue 1

January 2010 Communications of the ACM

Publisher: ACM

Full text available: 🔁Digital Edition , 🔁Pdf (8.09 MB)   Additional Information: full citation

Bibliometrics: Downloads (6 Weeks): 750, Downloads (12 Months): 750, Downloads (Overall): 750, Citation Count: 0

9 Communications of the ACM: Volume 52 Issue 2

February 2009 Communications of the ACM

Publisher: ACM

Full text available: 🔁Digital Edition , 🔁Pdf (7.09 MB)   Additional Information: full citation, index terms

Bibliometrics: Downloads (6 Weeks): 325, Downloads (12 Months): 831, Downloads (Overall): 3195, Citation Count: 0

10 A generic component model for building systems software

Geoff Coulson, Gordon Blair, Paul Grace, Francois Taiani, Ackbar Joolia, Kevin Lee, Jo Ueyama, Thirunavukkarasu Sivaharan

February 2008 **Transactions on Computer Systems (TOCS)** , Volume 26 Issue 1

Publisher: ACM ◆〉 Request Permissions

Full text available: 🗎Pdf (603.88 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 99, Downloads (12 Months): 423, Downloads (Overall): 1502,   Citation Count: 16

Component-based software structuring principles are now commonplace at the application level; but componentization is far less established when it comes to building low-level systems software. Although there have been pioneering efforts in applying componentization ...

Keywords: Component-based software, computer systems implementation

11 SplitStream: high-bandwidth multicast in cooperative environments

Miguel Castro, Peter Druschel, Anne-Marie Kermarrec, Animesh Nandi, Antony Rowstron, Atul Singh

December 2003 **SOSP '03:** Proceedings of the nineteenth ACM symposium on Operating systems principles

Publisher: ACM ◆〉 Request Permissions

Full text available: 🗎Pdf (847.74 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 28, Downloads (12 Months): 236, Downloads (Overall): 2008,   Citation Count: 172

In tree-based multicast systems, a relatively small number of interior nodes carry the load of forwarding multicast messages. This works well when the interior nodes are highly-available, dedicated infrastructure routers but it poses a problem for application-level ...

Keywords: application-level multicast, content distribution, end-system multicast, peer-to-peer, video streaming

Also published in:

December 2003 **SIGOPS Operating Systems Review** Volume 37 Issue 5

12 Reflections on aspects and configurable protocols

Matti Hiltunen, François Taïani, Richard Schlichting

March 2006 **AOSD '06:** Proceedings of the 5th international conference on Aspect-oriented software development

Publisher: ACM ◆〉 Request Permissions

Full text available: 🗎Pdf (378.69 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 47, Downloads (Overall): 562,   Citation Count: 3

The goals of aspect oriented software development (AOSD) and frameworks for configurable protocols (CPs) are similar in many respects. AOSD allows the specification of cross-cutting concerns called aspects as separate modules that are woven with the ...

Keywords: configurable software, extensible software

13 An end-middle-end approach to connection establishment

Saikat Guha, Paul Francis

August 2007 **SIGCOMM '07:** Proceedings of the 2007 conference on Applications, technologies, architectures, and protocols for computer communications

Publisher: ACM ◆〉 Request Permissions

Full text available: 🗎Pdf (883.87 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 13, Downloads (12 Months): 112, Downloads (Overall): 570,   Citation Count: 4

The current model for flow establishment in the Internet: DNS Names, IP addresses, and transport ports, is inadequate. Not all of the problem is due to the small IPv4 address space and resulting NAT boxes. Even where global addresses exist, firewalls ...

Keywords: NUTSS, end-middle-end, off-path, on-path, signaling

Also published in:

October 2007 **SIGCOMM Computer Communication Review** Volume 37 Issue 4

14 Using high-speed WANs and network data caches to enable remote and distributed visualization

Wes Bethel, Brian Tierney, Jason lee, Dan Gunter, Stephen Lau

November 2000   **Supercomputing '00:** Proceedings of the 2000 ACM/IEEE conference on Supercomputing (CDROM)

Publisher: IEEE Computer Society

Full text available: Pdf (302.38 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 9, Downloads (12 Months): 50, Downloads (Overall): 434,   Citation Count: 22

Visapult is a prototype application and framework for remote visualization of large scientific datasets. We approach the technical challenges of tera-scale visualization with a unique architecture which employs high speed WANs and network data caches ...

15 Improving VoD server efficiency with bittorrent

Yung Ryn Choe, Derek L. Schuff, Jagadeesh M. Dyaberi, Vijay S. Pai

September 2007   **MULTIMEDIA '07:** Proceedings of the 15th international conference on Multimedia

Publisher: ACM Request Permissions

Full text available: Pdf (406.55 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 22, Downloads (12 Months): 186, Downloads (Overall): 793,   Citation Count: 12

This paper presents and evaluates Toast, a scalable Video-on-Demand (VoD)streaming system that combines the popular BitTorrent peer-to-peer (P2P)file-transfer technology with a simple dedicated streaming server to decrease server load and increase client ...

Keywords: BitTorrent, experimental systems, multimedia streaming, peer-to-peer, video-on-demand

16 A measurement-driven analysis of information propagation in the flickr social network

Meeyoung Cha, Alan Mislove, Krishna P. Gummadi

April 2009   **WWW '09:** Proceedings of the 18th international conference on World wide web

Publisher: ACM

Full text available: Pdf (2.92 MB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 108, Downloads (12 Months): 771, Downloads (Overall): 781,   Citation Count: 4

Online social networking sites like MySpace, Facebook, and Flickr have become a popular way to share and disseminate content. Their massive popularity has led to viral marketing techniques that attempt to spread content, products, and ideas on these ...

Keywords: cascades, flickr, information dissemination, social networks, viral marketing

17 Managing the follow-me semantics to build large-scale pervasive applications

Iara Augustin, Adenauer Yamin, Cláudio F. Resin Geyer

November 2005   **MPAC '05:** Proceedings of the 3rd international workshop on Middleware for pervasive and ad-hoc computing

Publisher: ACM

Full text available: Pdf (788.26 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 5,   Downloads (12 Months): 29,   Downloads (Overall): 326,   Citation Count: 1

In this paper, we present the concept of follow-me semantics of the large-scale pervasive application and discuss the features and services to its implementation based on the integration of three computing fields: mobile, context-aware and grid computing. ...

Keywords: collaborative adaptation model, context aware adaptation, follow-me semantics, large-scale pervasive application, middleware design

18 The virtual reality modeling language and Java

Don Brutzman

June 1998   **Communications of the ACM** , Volume 41 Issue 6

Publisher: ACM   Request Permissions

Full text available: Pdf (763.87 KB)   Additional Information: full citation, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 12,   Downloads (12 Months): 69,   Downloads (Overall): 701,   Citation Count: 14

19 A reputation system for peer-to-peer networks

Minaxi Gupta, Paul Judge, Mostafa Ammar

June 2003   **NOSSDAV '03:** Proceedings of the 13th international workshop on Network and operating systems support for digital audio and video

Publisher: ACM   Request Permissions

Full text available: Pdf (186.94 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 29,   Downloads (12 Months): 177,   Downloads (Overall): 1064,   Citation Count: 48

We investigate the design of a reputation system for decentralized unstructured P2P networks like Gnutella. Having reliable reputation information about peers can form the basis of an incentive system and can guide peers in their decision making (e.g., ...

Keywords: P2P networks, reputation system

20 Replication of partitioned media streams in wireless ad hoc networks

Shudong Jin

October 2004   **MULTIMEDIA '04:** Proceedings of the 12th annual ACM international conference on Multimedia

Publisher: ACM   Request Permissions

Full text available: Pdf (83.14 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 3,   Downloads (12 Months): 16,   Downloads (Overall): 243,   Citation Count: 0

Media streaming in wireless ad hoc networks is challenging due to the stringent resource restrictions and the decentralized architecture. To support long and high-quality streams, one viable approach is <i>divide-and-conquer</i>. A media stream ...

Keywords: data replication, multimedia streaming, topology